

TECHNICAL RULES OF THE GAME

New rules for the Championships 2022

Old Text

New Text

Art. 4 - Formation

B. The teams right and duties:

d) Each player must make a throw within 30 seconds.

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Art. 5 – Games and Keeping score

b) All championship group matches have a duration of 45 minutes or 12 points. If after the set time the two teams are evenly scored, one hand will be played. If a formation reaches 12 points before the end of scheduled time, the game ends. In the direct elimination matches, the time limit is 60 minutes.

b) All championship matches have a duration of 8 ends or 12 points. If after the 8th end the two teams are evenly scored, one end will be played. If a formation reaches 12 points before the end of scheduled ends, the game finished.

Art. 6 – Bowls and "pallino"

A. a

Bowls:

All categories:

diameter 105 - 108 mm, weight 890 - 930 gr.

Bowls:

All categories:

diameter between 106 and 107 mm with a tolerance of +/- 0.5 mm.

Weight between 900 and 920 gr. with a tolerance of +/- 5 gr.

Art. 9 – Beginning the Game and Throwing the "pallino"

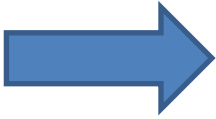
f) 1) The throw of the "pallino" is void whenever:

f) 1) The throw of the "pallino" is void without advantage rule, whenever:

Art. 13 – "Punto" throws

b) A bowl which was thrown and rolled beyond the D – D1 line is regular for all intents and purposes;

New text



b) A bowl which was thrown and rolled beyond the D – D1 line is regular for all intents and purposes; if it does not cross the D - D1 line it is void without advantage rule.

h) The punto bowl that touches directly the backboard (black rubber) without touching anything else first is void without advantage rule.

Art. 14 – Moving the Bowls in a "PUNTO" Throw

New text



d) Special punto throws.

A bowl which, after having caused displacements during its course, regardless of the size of the displacements, touches the oscillating backboard, is void except under the rule of advantage.

A bowl which directly or indirectly pushes another object against the backboard is void except under the advantage rule.

A bowl that leans against a object in direct contact with the oscillating backboard is void except for the rule of advantage.

Art. 15 – "RAFFA" Throws

New Text



h) A "raffa" throw that touches the backboard, or the sideboard and then the backboard, without hitting any object first is void without advantage rule.

Art. 16 – "VOLO" Throws

New text



A "volo"
f) A "~~raffa~~" throw that touches the backboard, or the sideboard and then the backboard, without hitting any object first is void without advantage rule.